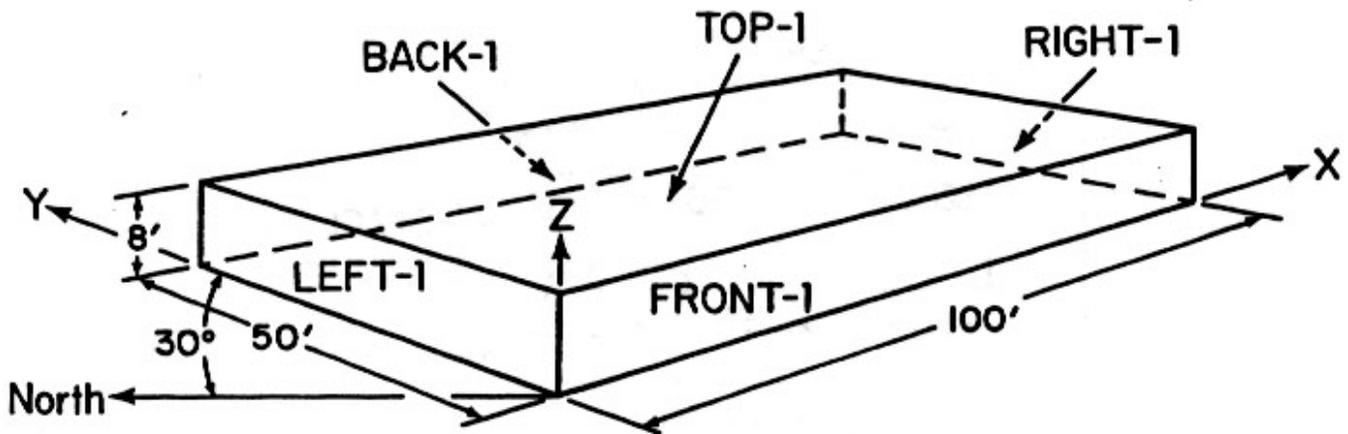


Appendix B

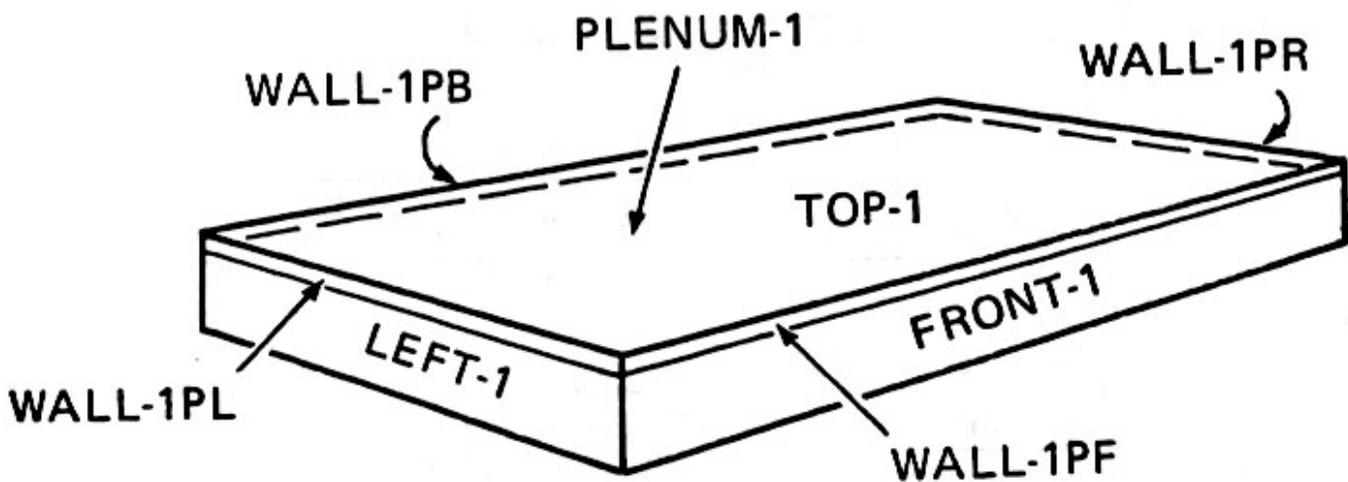
Example of DOE-2 Input and Output

This Appendix gives a sample input and output of a DOE-2 run with annotations that direct you to items of interest. This run is similar to the one shown in the introductory section of this manual, but with the following modifications:

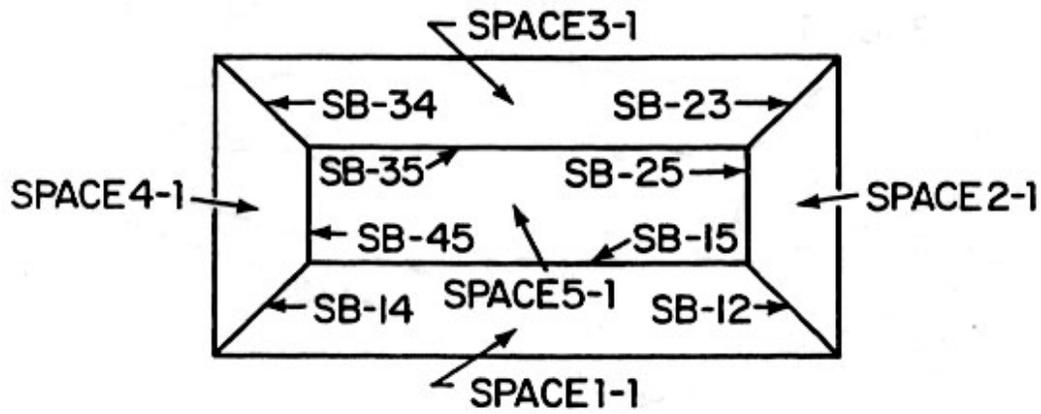
- the input is "three dimensional", i.e., the X,Y,Z coordinates of walls and the X,Y coordinates of windows and doors are specified;
- instead of one single zone the floor space has been separated into five zones, a core zone and four perimeter zones;
- there is a return air plenum;
- there is a time-of-day electric rate structure;
- additional output reports are shown; and
- the input and output have been annotated to highlight important features.



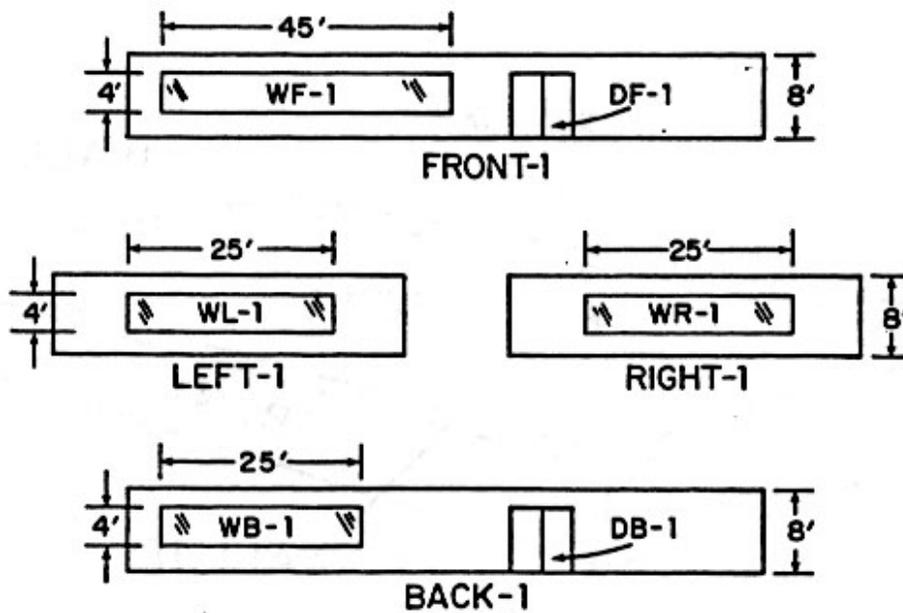
Isometric view of basic building showing orientation. FRONT-1, RIGHT-1, etc., are u-names (user-defined names) for the front wall, right-hand wall, etc. The building coordinate axes (X, Y, and Z) are shown. The building is oriented 30° from true North.



Basic building showing plenum and its walls (u-named WALL-1PF, WALL-1PL, etc.).



Plan view showing zoning and u-names of spaces and interior walls.



Elevations showing placement of windows and doors

Sample Input

(U-names are italicized)

INPUT LOADS ..
 TITLE LINE-1 *SIMPLE STRUCTURE, CHICAGO *
 LINE-2 *EXAMPLE FOR DOE-2 BASICS MANUAL* ..

ABORT ERRORS ..
 DIAGNOSTIC WARNINGS ..
 RUN-PERIOD JAN 1 1974 THRU DEC 31 1974 ..
 LOADS-REPORT VERIFICATION = (LV-D)
 SUMMARY = (LS-C, LS-D) ..

\$ CHICAGO LOCATION

BUILDING-LOCATION LATITUDE = 42.0 LONGITUDE = 88.0
 ALTITUDE = 610 TIME-ZONE = 6
 AZIMUTH = 30 ..

Building is oriented 30 degrees from true North

\$ CONSTRUCTION AND GLASS-TYPE

MA-1-2 = LAYERS MATERIAL = (WD01, PM03, IN02, GP01) ..
 RB-1-1 = LAYERS MATERIAL = (RG01, BR01, IN46, WD01)
 INSIDE-FILM-RES = .76 ..
 WALL-1 = CONSTRUCTION LAYERS = MA-1-2 ..
 ROOF-1 = CONSTRUCTION LAYERS = RB-1-1 ..
 CLNG-1 = CONSTRUCTION U-VALUE = 0.27 ..
 SB-U = CONSTRUCTION U-VALUE = 1.5 ..
 FLOOR-1 = CONSTRUCTION U-VALUE = 0.05 ..

These are building material code words.
 They were selected from the DOE-2 library

A user-chosen name (u-name) that is assigned, then referenced

#-1 = GLASS-TYPE SEADING-COEF = .45 PANES = 2 ..

\$ OCCUPANCY SCHEDULE

OCCUPY-1 = SCHEDULE THRU DEC 31
 (MON, FRI) (1,8) (0) (9,11) (1)
 (12,14) (.8, .4, .8) (15,18) (1)
 (19,21) (.5, .1, .1) (22,24) (0)
 (SAT, HOL) (1,24) (0,0) ..

Hours 1 to 8 (midnight to 8 am) are at zero occupancy

Hours 15 to 18 (2 pm to 6 pm) are at full occupancy

\$ LIGHTING SCHEDULE

LIGHTS-1 - SCHEDULE THRU DEC 31 "Weekdays"; same as (MON,FRI)
 (WD) (1,8) (.05) (9,14) (.9,95,1,95,8,.9)
 (15,18) (1,.) (19,21) (.6,2,.2)
 (22,24) (.05)
 (WEH) (1,24) (.05) .. "Weekends and Holidays"; same as (SAT, HOL)

\$ OFFICE EQUIPMENT SCHEDULE
 Comment lines start with \$; they are ignored by the program

EQUIP-1 - SCHEDULE THRU DEC 31
 (WD) (1,8) (.02) (9,14) (.8)
 (15,20) (.8,7,5,5,3,.3)
 (21,24) (0.2)
 (WEH) (1,24) (.02) ..

\$ INFILTRATION SCHEDULE

INFIL-SCH - SCHEDULE THRU MAR 31 (ALL) (1,24) (1)
 THRU OCT 31 (ALL) (1,24) (0)
 THRU DEC 31 (ALL) (1,24) (1) ..
 Infiltration is on only during winter

\$ SET DEFAULT VALUES

SET-DEFAULT FOR SPACE FLOOR-WEIGHT = 70 ..
 SET-DEFAULT FOR WINDOW HEIGHT = 4.0
 CLASS-TYPE = W-1 ..
 Assigns default values for later use

\$ GENERAL SPACE CONDITIONS

OFFICE - SPACE-CONDITIONS PEOPLE-SCHEDULE - OCCUPY-1
 NUMBER-OF-PEOPLE - 50
 PEOPLE-HEAT-GAIN - 400
 LIGHTING-SCHEDULE - LIGHTS-1
 LIGHTING-TYPE - REC-FLOOR-RV
 LIGHT-TO-SPACE - .80
 LIGHTING-W/SQFT - 1.5
 EQUIP-SCHEDULE - EQUIP-1
 EQUIPMENT-W/SQFT - 1
 INF-METHOD - AIR-CHANGE
 AIR-CHANGES/HR - 0.25
 INF-SCHEDULE - INFIL-SCH ..
 Maximum number of people; is multiplied each hour by OCCUPY-1 schedule value
 The previously-defined infiltration schedule is referenced here

§ SPECIFIC SPACE DETAILS

§ PLENUM

PLENUM-1 - SPACE ZONE-TYPE = PLENUM AREA = 5000
 VOLUME = 10000 FLOOR-WEIGHT = 5 ..

WALL-1PF - EXTERIOR-WALL HEIGHT = 2 WIDTH = 100
 X = 0 Y = 0 Z = 0 Location of lower left corner of wall in the space coordinate system
 AZIMUTH = 180
 CONSTRUCTION = WALL-1 ..

WALL-1PR - EXTERIOR-WALL HEIGHT = 2 WIDTH = 50
 X = 0 Y = 0 Z = 0
 AZIMUTH = 90
 CONSTRUCTION = WALL-1 ..

WALL-1PB - EXTERIOR-WALL HEIGHT = 2 WIDTH = 100
 X = 0 Y = 0 Z = 0
 AZIMUTH = 0
 CONSTRUCTION = WALL-1 ..

WALL-1PL - EXTERIOR-WALL HEIGHT = 2 WIDTH = 50
 X = 0 Y = 0 Z = 0
 AZIMUTH = 270
 CONSTRUCTION = WALL-1 ..

TOP-1 - ROOF HEIGHT = 50 WIDTH = 100
 X = 0 Y = 0 Z = 10
 AZIMUTH = 180
 TILT = 0 GND-REFLECTANCE = 0
 CONSTRUCTION = ROOF-1 ..

Tilt = 0 gives a horizontal roof; the tilt of the walls in this space (WALL-1PF, etc.) defaults to 90 deg, so they are vertical

§ OCCUPIED SPACES

SPACE1-1 - SPACE SPACE-CONDITIONS = OFFICE
 AREA = 1056 VOLUME = 8448
 NUMBER-OF-PEOPLE = 11 ..

Assigns the general conditions called "OFFICE" to the space

FRONT-1 - EXTERIOR-WALL HEIGHT = 8 WIDTH = 100
 X = 0 Y = 0 Z = 0 AZIMUTH = 180
 CONSTRUCTION = WALL-1 ..

```

WF-1      - WINDOW
          WIDTH = 45
          OVERHANG-A = 1 OVERHANG-B = .5
          OVERHANG-W = 47 OVERHANG-D = 4 ..
          Input for a 4ft x 47ft overhang on the south window

CI-1      - INTERIOR-WALL
          AREA = 1056 NEXT-TO PLENUM-1
          CONSTRUCTION = CLANG-1 ..

FI-1      - UNDERGROUND-FLOOR
          AREA = 1056 CONSTRUCTION = FLOOR-1 ..

SB12      - INTERIOR-WALL
          AREA = 135.7 NEXT-TO SPACE2-1
          CONSTRUCTION = SB-U ..

SB14      - INTERIOR-WALL
          LIKE SB12 NEXT-TO SPACE4-1 ..

SB15      - INTERIOR-WALL
          AREA = 608 NEXT-TO SPACE5-1
          CONSTRUCTION = SB-U ..

SPACE2-1  - SPACE
          SPACE-CONDITIONS = OFFICE
          AREA = 456 VOLUME = 3648
          NUMBER-OF-PEOPLE = 5 ..

RIGHT-1   - EXTERIOR-WALL
          HEIGHT = 8 WIDTH = 50
          X = 100 Y = 0 Z = 0 AZIMUTH = 90
          CONSTRUCTION = WALL-1 ..

WR-1      - WINDOW
          WIDTH = 25 ..

C2-1      - INTERIOR-WALL
          AREA = 456 NEXT-TO PLENUM-1
          CONSTRUCTION = CLANG-1 ..

F2-1      - UNDERGROUND-FLOOR
          AREA = 456 CONSTRUCTION = FLOOR-1 ..

SB23      - INTERIOR-WALL
          AREA = 135.7 NEXT-TO SPACE3-1
          CONSTRUCTION = SB-U ..

SB25      - INTERIOR-WALL
          AREA = 208 NEXT-TO SPACE5-1
          CONSTRUCTION = SB-U ..

SPACE3-1  - SPACE
          LIKE SPACE1-1 ..

BACK-1    - EXTERIOR-WALL
          HEIGHT = 8 WIDTH = 100
          X = 100 Y = 50 Z = 0 AZIMUTH = 0

```

Notice the input hierarchy: space, then wall in that space, then window in that wall

This is the ceiling of SPACE2-1. It is shared by the plenum. (The plenum also shares the ceilings of the other four occupied spaces)

Copies the SPACE-CONDITIONS, VOLUME, AREA, and NUMBER-OF-PEOPLE data from SPACE1-1 and applies them to SPACE3-1. The walls and floor from SPACE1-1 are not copied.

CONSTRUCTION = WALL-1 ..
 WB-1 - WINDOW WIDTH = 45 ..
 C3-1 - INTERIOR-WALL AREA = 1056 NEXT-TO PLENUM-1
 CONSTRUCTION = CLNG-1 ..
 F3-1 - UNDERGROUND-FLOOR AREA = 1056
 CONSTRUCTION = FLOOR-1 ..
 SB34 - INTERIOR-WALL AREA = 135.8 NEXT-TO SPACE4-1
 CONSTRUCTION = SB-U ..
 SB35 - INTERIOR-WALL AREA = 608 NEXT-TO SPACES-1
 CONSTRUCTION = SB-U ..
 SPACE4-1 - SPACE SPACE-CONDITIONS = OFFICE
 AREA = 456 VOLUME = 3648
 NUMBER-OF-PEOPLE = 5 ..
 LEFT-1 - EXTERIOR-WALL HEIGHT = 8 WIDTH = 50
 X = 0 Y = 50 Z = 0 AZIMUTH = 270
 CONSTRUCTION = WALL-1 ..
 WL-1 - WINDOW WIDTH = 25 ..
 C4-1 - INTERIOR-WALL AREA = 456 NEXT-TO PLENUM-1
 CONSTRUCTION = CLNG-1 ..
 F4-1 - UNDERGROUND-FLOOR AREA = 456
 CONSTRUCTION = FLOOR-1 ..
 SB45 - INTERIOR-WALL AREA = 208 NEXT-TO SPACES-1
 CONSTRUCTION = SB-U ..
 SPACE5-1 - SPACE SPACE-CONDITIONS = OFFICE
 AREA = 1976 VOLUME = 15808
 NUMBER-OF-PEOPLE = 20 ..
 C5-1 - INTERIOR-WALL AREA = 1976 NEXT-TO PLENUM-1
 CONSTRUCTION = CLNG-1 ..

F5-1 - UNDERGROUND-FLOOR AREA - 1976 CONSTRUCTION - FLOOR-1 ..

END ..
 COMPUTE LOADS ..

INPUT SYSTEMS ..

SYSTEMS-REPORT SUMMARY = (SS-A) ..

\$ SYSTEMS SCHEDULES

FAN-SCHED - SCHEDULE THRU DEC 31
 (WD) (1,6) (0) (7,8) (-999) (9,18) (1) (19,24) (0)
 (WEH) (1,24) (0) ..

In the fan schedule, -999 indicates an optimum start period from 6am to 8 am

HEAT-SCHED - SCHEDULE THRU DEC 31
 (WD) (1,8) (55) (9,18) (70) (19,24) (55)
 (WEH) (1,24) (55) ..

The heating setpoint of the thermostat is 70F during the day and 55F at night

COOL-SCHED - SCHEDULE THRU DEC 31
 (WD) (1,8) (99) (9,18) (78) (19,24) (99)
 (WEH) (1,24) (99) ..

The cooling setpoint is 78F during the day

COOLOFF - SCHEDULE THRU DEC 31 (ALL) (1,24) (60) ..
 HEATOFF - SCHEDULE THRU DEC 31 (ALL) (1,24) (60) ..

Cooling is available year round when outside temperature is higher than 60F

Heating is available when outside temperature is lower than 60F

RI - DAY-RESET-SCH SUPPLY-HI = 60 SUPPLY-LO = 52

OUTSIDE-LO = 30 OUTSIDE-HI = 75 ..

SAT-RESET - RESET-SCHEDULE THRU DEC 31 (ALL) RI ..

\$ ZONE DESCRIPTION

CONTROL - ZONE-CONTROL DESIGN-HEAT-T = 70
 DESIGN-COOL-T = 78
 HEAT-TEMP-SCH = HEAT-SCHED
 COOL-TEMP-SCH = COOL-SCHED
 THERMOSTAT-TYPE = REVERSE-ACTION ..

SPACE1-1 - ZONE ZONE-CONTROL = CONTROL
 SIZING-OPTION = ADJUST-LOADS
 OA-CFM/PER = 20 ..

The minimum ventilation rate per person

The ZONE u-names here in SYSTEMS match the SPACE u-names in LOADS

```

SPACE2-1
SPACE3-1
SPACE4-1
SPACE5-1
PLENUM-1
  
```

```

- ZONE LIKE SPACE1-1 ..
- ZONE LIKE SPACE1-1 ..
- ZONE LIKE SPACE2-1 ..
- ZONE LIKE SPACE1-1 ..
- ZONE
  
```

```

ZONE-TYPE = PLENUM
SIZING-OPTION = ADJUST-LOADS
DESIGN-HEAT-T = 50
DESIGN-COOL-T = 95 ..
  
```

\$ SYSTEM DESCRIPTION

```

S-CONT - SYSTEM-CONTROL COOLING-SCHEDULE = COOLOFF
HEATING-SCHEDULE = HEATOFF
HEAT-SET-T = 65
COOL-CONTROL = RESET
COOL-RESET-SCH = SAT-RESET
MIN-SUPPLY-T = 60 ..
  
```

A variable-air-volume system (VAVS) has been selected

```

SYS1-1 - SYSTEM
SYSTEM-TYPE = VAVS
SYSTEM-CONTROL = S-CONT
FAN-SCHEDULE = FAN-SCHED
FAN-CONTROL = SPEED
SUPPLY-STATIC = 5.5
SUPPLY-EFF = .55
NIGHT-CYCLE-CTRL = CYCLE-ON-ANY
REHEAT-DELTA-T = 58
MIN-CFM-RATIO = .3
ECONO-LIMIT-T = 65
RETURN-AIR-PATH = PLENUM-ZONES
PLENUM-NAMES = (PLENUM-1)
ZONE-NAMES = (SPACE5-1, SPACE1-1,
              SPACE2-1, SPACE3-1,
              SPACE4-1, PLENUM-1)
  
```

Assignment of spaces (zones) to the VAVS system

```

END ..
COMPUTE SYSTEMS ..
  
```

```

INPUT PLANT ..
  
```